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coming next month

trespasser

Despite some minor plot descrepancies, *The Lost World* set a new standard for reptilian special effects, and with this in mind, DreamWorks Interactive are nearing the completion of their own dinosaur masterpiece, *Trespasser*. Featuring astoundingly detailed environments, a sickeningly realistic physics engine and perfectly motioned (not to mention horrifically vicious) dinosaurs, we explore deep into this potentially amazing title with one overiding question. Can a game with this much graphical prowess (these are all in-game shots) play as well as it looks?

Next issue also promises to be even more packed, what with our extensive coverage of the E3. We're set to locate and film every single new game shown, both in front and behind closed doors. Of course, this may result in wrestling with security guards and gatecrashing behind-the-scenes events, but the results are sure to be worth it.

Finally, along with a host of other surprises, Gamers' Republic visits Naughty Dog to talk long and hard about Crash Bandicoot 3, including revelations on the new (and secret) gameplay features... Stay tuned for further information. Game Over.

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page 111 coming next month
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When Gamers' Republic editors enter a new realm of real-time strategic warfare, this can mean a comprehensive behind-the-scenes playtest of only one game: Westwood's Command & Conquer 2: Tiberian Sun. Packed with exclusive screenshots, a team interview and an abundance of artwork, key GR hacks are preparing a Nod offensive (utilising the many new combat vehicles such as the tunnel tank and heavy dreadnaughts) as you read this. When we return from our Vegas/Westwood melee, we'll inform you of our battlefield simulation results.
We're also enthusiastic about the return of Rayman. A whimsical inhabitant of a brilliantly colorful fantasy world, Rayman is making his move into the third dimension in surprising style. His second venture is set to propel Ubisoft into the hearts and minds of discerning U.S. gamers, and rightly so. We leap around Rayman 2's fabulously detailed environments next time...
Of course, what would an issue of Gamers' Republic be without a massive feature on a spectacular first-person shooting title? Well, Half-Life fans needn't be disappointed as we fly up for a weekend with the team, conduct interviews and, yes, conduct that "hands-on playtest" for your perusal.
Of course, all the latest and greatest console software from E3 shall be delved into as we continue to fulfill your desire for top-quality video game reporting. Until next time... Game Over.
command & conquer 2
tiberian sun
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The Wild 9
Fry your foe in flames, grind 'em in fans, or impale 'em on spikes and use 'em as platforms...
In the October issue, The Republic will dig deep into the genius behind Shiny's first thoroughbred PlayStation platformer, The Wild 9. Thrill to the omnipotent destructive force that is The Rig. Feel your heart pound as you take on Karn, the most diabolical villain in video game history. Join forces with eight alien teenagers to evoke you're revenge. You'll torture, maim, and kill doing it, and love every second. A culmination of years of development, The Wild 9 is set to deliver another epic romp as only Shiny can. We'll feature a complete game diary along with team commentary, exclusive never before seen levels and a word from Tommy Tallarico on the game's epic soundtrack. Don't you dare miss it.
As part of this amazing offer, we'll include our long awaited first hands-on evaluations of Rayman 2 and Tonic Trouble, Ubisoft's 3D-tastic dynamic duo for both the PC and Nintendo 64; the latest Dreamcast info; all the newest imports, including Deep Fear, Lunar 2, and Lupin for the Saturn; Rakuga Kids, Choro-Q64, and Super Robot Spirits for the Nintendo 64, and to top things off, Star Ocean: Second Story and Brave Fencer for the PlayStation.
We'll also bring about the first artificial lunar eclipse... maybe.
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SHINY'S WILD 9
HIGH ADVENTURE! LOTS OF TORTURE!
CASTLEVANIA 64, TOMB RAIDER 3, WIPEOUT 64, SPYRO THE DRAGON, SIN, CRASH 3:WARPED, DRAGON QUEST 7, FINAL FANTASY 8, WINBACK, MYTH 2
METAL GEAR SOLID
PEN PEN TRICELON
SONIC ADVENTURE
PAGE ONE SHOCKER! SONIC ADVENTURE!
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• ANIME, MUSIC & MOVIE REVIEWS!

page 127 coming next month
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coming next month
Earthworm Jim 3D
Earthworm Jim is about to return on all three platforms, and by golly if we're not going to have a Jim-tastic PlayStation preview for all of you good folks in the next issue.
When Jim gets knocked unconscious by, what else, a falling cow, he finds himself transported into the twisted realms of his own brain. Now he must battle through his subconscious in order to wake up and return to the real world! Developers VIS have come a long way since we last visited Jim 3D. With six vast worlds to explore and over 80 characters to harass, expect one groovy new game-o-Jim. We'll unearth his first foray into the world of 3D in a special EWJ feature. Also coming next month, look for more on Rayman 2, Dune 2000, Tonic Trouble, and Metal Gear Solid, along with our usual dose of Dreamcast, as Sega's dream machine grows ever closer to that November launch in Japan. We'll also bring you an in depth report on the ECTS, Europe's answer to our E3. It may not be as hot and sweaty, but a few surprises are bound to surface. Spice 2 perhaps!
Of course, it's way before the fact, and my crystal ball's in the shop, so I've no idea what else we'll come up with, but I'm sure it'll all be great. Maybe Ed could leave me a little less room for text next month... "Rigin-friggin-nogin-ragun..."
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BLUE STINGER
HERETIC 2
TONIC TROUBLE
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• ANIME, MUSIC AND MOVIE REVIEWS!

page 135 coming next month
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Rayman was one of the decade's most memorable 2D action-platformers, with its engaging, surreal motif, dreamy soundtrack, incredible cast of characters, and super-challenging level design. As Rayman makes the transition from the 2nd to 3rd dimension, the question will surely be whether UbiSoft can improve on a great thing within a new realm. Having seen the engine in action and feasted on only a fraction of the game at this year's E3, it would already seem that they will not only succeed but at the same time set a benchmark for platforming on the PC and other next-level machines. Next month, we'll bring you our first hands-on report.
In addition, look for our first in-house evaluation of Nintendo's masterpiece, The Legend of Zelda: The Ocarina of Time. The game left our Bryn Williams speechless. After just ten hours of play at the recent Nintendo Gamer's Summit, he's still walking around shaking his head. And finally, the December issue will at long last feature our review of the very last Saturn game, the majestic Magic Knight Rayearth, a game that has truly transcended time. Of course, we'll fill it with all kinds of other good stuff too, as usual. Thank you for choosing Gamers' Republic. Until next month...
rayman 2
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legend of ZELDA

OCARINA OF TIME

MIYAMOTO'S CROWNING ACHIEVEMENT

EVERQUEST, XENOGEARS, CLIMAX LANDERS, EVANGELION 3-1, SEGA RALLY 2, SILENT HILL, BRAVE FENCER, DARK VENGEANCE

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coming next month

the dawn of a new era

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As we put the finishing touches on the December issue, it is already evident that the January *Gamers' Republic* is going to be an event-filled issue as well. While in Japan at the Sega New Challenge Conference 2 and Tokyo Game Show Fall '98, we gathered a wealth of exciting information on Sega's Dreamcast and NAOMI as well as new PlayStation games like *Saga Frontier 2*, Sony's new *Legaia Densetsu*, Namco's *R4*, Wolfteam's *Cybernetic Empire* (yes, they're back!), Square's *Final Fantasy VIII*, and Konami's *Suikoden 2*. We'll bring you coverage of *Winback*, *Hybrid Heaven* and *Evangelion* for the Nintendo 64 as well.

Also, as we usher in a new Sega generation with the Dreamcast, so will we say goodbye with our review of the final Saturn release in the U.S. – Working Design's beautiful *Magic Knight Rayearth*, which came in just as we whisked this edition off to press.

We'll also be bringing you an in-depth report on Shiny's PC game of infinite possibility, *Messiah*, and a review of the first full-blown accelerated platformer for the PC, UbiSoft's *Tonic Trouble*. We look forward to seeing you back here next month. Until then...

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TONIC TROUBLE

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GIANTS

Judging by the descriptive information that has been made available to us, a brief glimpse at the game in motion, and the fact that Nick Bruty and the rest of the MDK team are at the helm, we are certain that Planet Moon's Giants *is going to be a revolutionary game-playing experience. This is the first time they've been left to their own devices, and what they are concocting may just spawn a new genre – and we all know how welcome that would be. In the next* Gamers' Republic, *we'll probe deep into the psyches responsible for this groundbreaking effort. Also, coming in Feb., prepare for the ultimate fps shoot-out between* Blood 2, Half-Life, *and* SiNi. *Who will be victorious in this fight for PC supremacy and which of these games are headed for Sega's Dreamcast? Blood will be shed and keyboards maimed in an effort to reveal the champion. Along with all this fine family entertainment, we'll take a look at* Starshot *and other '99 titles for the N64, and, of course, report on the first few Dreamcast games! It's gonna be a good one.*

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page 111 coming next month
SONIC ADVENTURE
The game that will complete our Dreamcast December, Sonic Adventure, is still slated for release on December 23 as we close this issue. Should the game slip (rumors of such a horrible event are circulating), ignore the picture to the left and imagine it's of, like, Rayman 2 or something. If Sonic does show up, this will surely be a Christmas to remember for those bold enough (and rich enough) to have purchased an import Dreamcast. Either way, expect the full scoop in next month's issue. Also helping us usher in 1999 are long-awaited reviews of Turok 2 and Rogue Squadron – two Nintendo 64 games that (Ram) Pak that extra punch – along with Starshot, Infogrames' promising new Nintendo 64 platform/adventure. For the PlayStation, look for Xena (based on the popular WB series), Contender (989's auspicious new boxing game), Street Fighter Zero 3, an all-new Goemon adventure, Atlus/Red's Thousand Arms, and Square's latest fighting sensation, Ehrgeiz.
That plus all the latest Dreamcast news and previews, along with the usual dose of interviews and feature stories should make March a month to remember!
SONIC
SONIC TEAM
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page 119 coming next month
POWER STONE
From the most exalted fighting game creators in the known cosmos, Capcom, Power Stone for the Sega Dreamcast will soon bestow upon us 3D fighting at its highest level for a console... ever. Next month we'll bring you a stunning hands-on report, pictorial, and an interview with the game's makers! On that note, Sega Rally 2 will hopefully do for racing what Power Stone will for fighting. We'll have Rally coverage as well. Also on tap for April: Xena: Warrior Princess, a report on the whereabouts of Earthworm Jim 3D, GT's Wheel of Time, the long-awaited review of Konami's Silent Hill, Nintendo's groundbreaking new 4-player interactive board game, Mario Party, and an in-depth look at the strangest Dreamcast game you'll likely ever see. It's gonna be a good one.
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FINAL FANTASY VIII
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The insidious anticipation surrounding Final Fantasy VIII has finally been put to rest for Japanese gamers. Was it worth the wait? We'll offer our version of the answer, along with a look at the hype surrounding the game's day of release, next month. What Final Fantasy has meant to Japanese console gamers, Quake has meant to American PC gamers – namely, those who live for online confrontation. With the release of Quake III edging closer, we'll explore what this newest version has to offer to its already-stalwart FPS formula. Sequels are indeed the popular course of action today, so why not reach back – way back – and cultivate the Gauntlet classic for the N64 audience? Midway thought this only logical; we'll let you know just how logical with a hands-on report. In keeping with the retro theme, we'll also dip into the past ourselves and stir your nostalgia with a newly added retro section. Expect this plus a generous plate of surprises in the May issue of Gamers' Republic.

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page 127 coming next month
THOUSAND ARMS
#13 JUNE
COMING NEXT MONTH
ISSUE #13
STREET DATE 5.16.99
Next time in Gamers' Republic... We'll take an in-depth look at one of the most original PlayStation RPGs to come along in years, Atlus/Red's Thousand Arms. A seamless mixture of polygonal landscapes and hand-drawn art, this new RPG looks unlike anything you've played before, and, as Atlus' most ambitious localization effort yet, the U.S. version will likely play just as well. Also next month, GR will unveil one of the Dreamcast's most significant U.S. launch titles, Blue Stinger, the best thing to hit adventure gaming since Lara Croft, as well as new DC games House of the Dead 2, Real Sound 2, D2, Marvel vs. Capcom, and Super Speed Racer! If all is right in the world, we'll also have the long-awaited review of Ubi Soft's Tonic Trouble, a hands-on look at Earth Worm Jim 3D, and a down-and-dirty look at Interplay's Kingpin. It's all coming your way in the June GR!

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Vol. 2, No. 13 JUNE 1999

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page 127 coming next month

AROUND E3...

IN GAMERS' REPUBLIC 14

#14 JULY

COMING NEXT MONTH

Will the Dreamcast steal the show? Will Sony flex their new muscle and preview the PSY? Will Nintendo ever release Conker's Quest? These questions and more will be answered next month when we bring you coverage of the second E3 from Los Angeles, California. Free from the sweaty bondage of foul Atlanta weather, we will gratefully brave the mean streets of LA (uh, I'm staying indoors) to bring you all the news and views from the show floor. Since I have some free space after my witty jargon, here's a couple of show predictions for ya... There will be scantily clothed females everywhere, Sony and Nintendo will have really crowded parties, the air conditioning will be on but you won't be able feel it, and the seven dollar hamburgers will still taste like cardboard. Join us next month to see how I did. Until then, I bid thee farewell, and good gaming!

ISSUE #14

STREET DATE 6.18.99

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COMING NEXT MONTH

AUGUST 1999

FEATURING: READY 2 RUMBLE

gamers' Republic

The Dreamcast version of Ready 2 Rumble being hands down the greatest arcade-style boxing game to ever grace a screen, we're pleased to announce that next month we'll be probing deep into the minds of the game's creators to uncover what gave them such groovy ideas for a slugfest. We'll also have a look at the Dreamcast versions of Hydro Thunder, NFL Blitz 2000 and MK Gold in our gigantic Midway Dreamcast launch special. As always, we won't stop there. Look for all the latest and greatest games and gaming news, burning-hot overseas reporting and fascinating editorial features as we continue to bring you unique perspectives and insights into the ever-changing world of interactive gaming and everything that goes with it.

ISSUE #15

STREET DATE 7.18.99

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Vol. 2, No. 3 AUGUST 1999
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• RAYMAN 2
UBISOFT'S ENCHANTING SEQUEL IS ONE OF THE YEAR'S BEST
READY 2 RUMBLE BOXING
DEMOLITION RACER, MARIO GOLF, CROC 2, JADE COCOON, UM JAMMER LAMMY, ACE COMBAT 3, SOUL CALIBUR, MK GOLD
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9.9.99 THE DREAM BEGINS
Dreamcast
FEATURING THE 128-BIT REVOLUTION
SEPTEMBER 1999
As the September issue approaches and, more importantly, September itself, gamers everywhere are no doubt thinking about Sega's Dreamcast, the first 128-bit console to land in America. Many of you have undoubtedly already seen the light and plunked down a deposit, while we're sure many of you are as of yet undecided, with the eminent arrival of two more super systems on the horizon—albeit the far horizon. Next month we'll dish out an even larger dose than usual of Dreamcast to help you either realize your dream or wake up in a cold sweat. Expect as much coverage on the U.S. launch as we can possibly muster, as well as a look into the future and what it has in store. Then, well, the rest is up to you.
ISSUE #16
STREET DATE 8.10.99

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• DINO CRISIS
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• EVANGELION
AN ANIME FAN'S DREAM COME TRUE FOR THE N64... BUT WILL IT COME HERE?
FEAR FACTOR, JET MOTO 3, WIPEOUT 3, WINBACK, DK 64, DUKE NUKEM ZERO HOUR, SKATE OR DIE, JET FORCE GEMINI
XENA
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COMING NEXT MONTH
FINAL FANTASY VIII
FEATURING FINAL FANTASY VIII
OCTOBER 1999
Next month's issue is special for many reasons, one of which will be our review of the year's most anticipated RPG, Final Fantasy VIII. Square's follow-up to 97's epic installment, FFVIII introduces a plethora of new elements to the legendary series and is already being hailed by many as the best FF yet. We'll also continue our tradition of first-rate Dreamcast coverage with reviews of Frame Gride, the U.S. Sonic Adventure, Air Force Delta, Touken Retsuden, Climax Landers, Marionette Handler, Seaman, Soul Calibur, all of Midway's launch titles, NFL 2000 and more. Jet Force Gemini should also find its way into issue 17, and we have some other surprises in store as well, so stay tuned for a truly memorable issue of Gamers' Republic.
ISSUE #17
STREET DATE 9.18.99

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ONI
NFL 2000
VAGRANT STORY
• INTERVIEWS WITH NINTENDO'S PETER MAIN & NAUGHTY DOG'S JASON RUBIN
• IMPORTS, ANIME, NEWS, MUSIC AND MOVIES!

COMING NEXT MONTH
GRANDIA
FEATURING: GRANDIA
NOVEMBER 1999
Prepare yourselves for, among other things, one of the finest RPGs you will ever experience. GameArts' amazing polygonal RPG, Grandia (which originally appeared in '97 on the Sega Saturn in Japan) will finally see the light of day in America this winter. We'll have an in-depth preview for you in the November GR. But the fun doesn't stop there, oh no. In the next issue of Gamers' Republic we will proudly feature a GR-exclusive poster by none other than the Designers Republic, the UK design house from which our design staff get much of their inspiration. This one-of-a-kind poster won't be available anywhere else, so keep an eye out!
ISSUE #18
STREET DATE 10.18.99

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• BEHIND THE SCENES AT UBI SOFT • AN INTERVIEW WITH DJ SASHA
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COMING NEXT MONTH
FEATURING: MESSIAH
DECEMBER 1999
Yes, it is true. In fact, we actually have the game in our possession! Next month we will sing the praises of Shiny's latest incarnation, the ultimate game for millennium-eve entertainment, Messiah. Of course, all we can talk about is how much we wish it was Dreamcast, but hey, we're willing to brave the rigors of PC gaming for this one. Along with Messiah, we're working on some great cover-story ideas, and we'll have an extensive report on the Tokyo Game Show, along with the usual dose of DC, N64, PS, and anything else we can dig up in 3½ weeks.
ISSUE #19
STREET DATE 11.15.99

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D2

THE MAN BEHIND ENEMY ZERO AND D:

KENJI ENO BRINGS CINEMATIC ADVENTURE AND HORROR TO THE DREAMCAST

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COMING NEXT MONTH

EVOLUTION

FEATURING: EVOLUTION

JANUARY 2000

As fate would have it, we received a localized version of Evolution from Ubi Soft just as the December issue went to bed. The first RPG for the Dreamcast, Sting's impressive random dungeon adventure is a game of vast importance to the Dreamcast faithful who are no doubt hungry to get a taste of the next level in role-playing. It's safe to say that in the January issue we'll bring you the coverage you desire, in GR style.The January issue will also mark the beginning of a new Millennium (hey, that's us!) and so, as you can imagine, we'll be loading it up with something extra special to usher in the beginning of the next century.

ISSUE #20

STREET DATE 12.19.99

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Vol. #1 No. 8 JANUARY 2000

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MDK2

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COMING NEXT MONTH

TOMB RAIDER 4

FEATURING: TOMB RAIDER 4

FEBRUARY 2000

Among many other things, next month we'll finally get to review the last installment of what has been one of the biggest and brightest series on the PlayStation, as well as one of the most trend-setting games of the decade, Tomb Raider. You're probably wondering why none of the game magazines have reviews in their January issues, when the game has already shipped. Well, let's just say that Core and Eidos cut it mighty close, once again. We think it's fairly safe to assume that the game is going to be a memorable mix of everything we loved about the first three. Besides Lara's Last Revelation, we've got a lot more in store for you in the February issue that you won't find anywhere else. See you then!

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Vol 2 No. 10 MARCH 2000

COMING NEXT MONTH
PLAYSTATION 2
FEATURING: PLAYSTATION 2
APRIL 2000
The cat gets let out of the bag just a little bit early. February 19-20, Sony will be kicking off their brand-new console at a massive exposition in Tokyo. Naturally, we will be in attendance with the rest of the hordes; after what we've seen of the PlayStation 2 so far, it'd take a crowbar and a shotgun to keep us from our first tastes of Tekken Tag Tournament, Ridge Racer V, Gran Turismo 2000, The Bouncer, Den Sen, and those 128-bit shogi games we've been waiting so long for. Expect the full blowout treatment on everything you can expect from the next generation; we don't think anyone will be disappointed.
ISSUE #23
NUMBER TWENTY-THREE

PLAYSTATION · PS2 · NINTENDO 64 · DREAMCAST · PC · ANIME · MUSIC · TOYS
CRAZY SKILLS! COMPLETE CRAZY TAXI STRATEGIES INSIDE!
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SICKER ON DC!
TECMO AND TEAM NINJA LIVE ONCE AGAIN WITH
DOA 2
WELCOME TO THE DANGER ZONE- THE DREAMCAST BRINGS 3D FIGHTING INTO A BREATHTAKING NEW WORLD
SQUARE 2000
FINAL FANTASY IX, X, & XI REVEALED!
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PERFECT DARK, EXCITEBIKE, KIRBY 64 AND ALL THE SCOOPS FOR 2000
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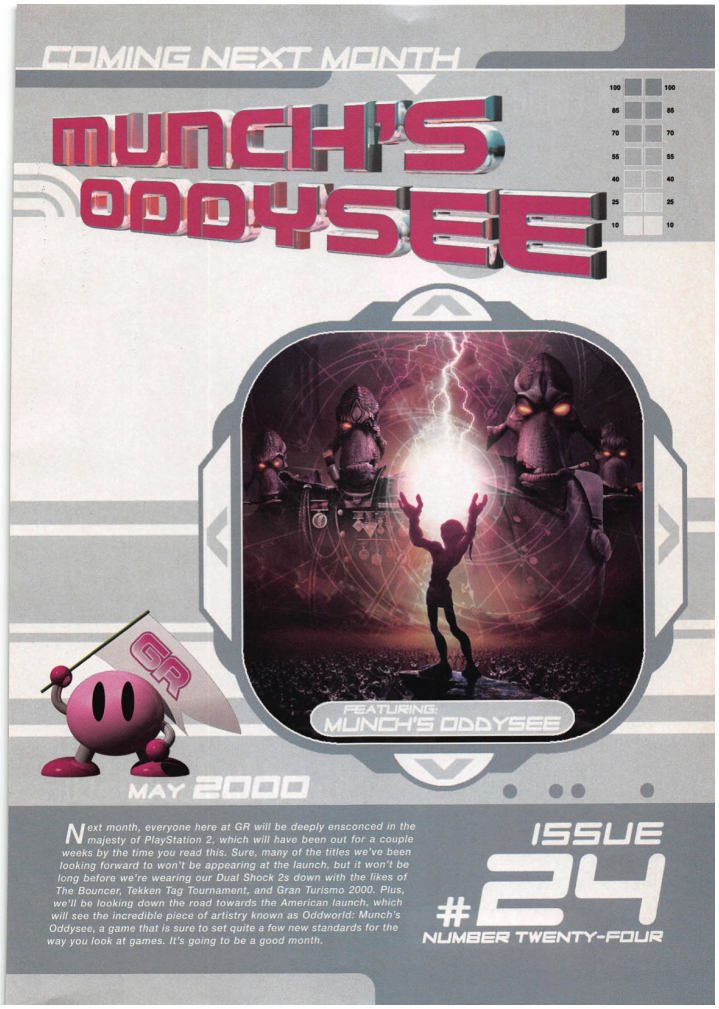
COMING NEXT MONTH
MUNCH'S ODDYSEE
FEATURING: MUNCH'S ODDYSEE
MAY 2000
Next month, everyone here at GR will be deeply ensconced in the majesty of PlayStation 2, which will have been out for a couple weeks by the time you read this. Sure, many of the titles we've been looking forward to won't be appearing at the launch, but it won't be long before we're wearing our Dual Shock 2s down with the likes of The Bouncer, Tekken Tag Tournament, and Gran Turismo 2000. Plus, we'll be looking down the road towards the American launch, which will see the incredible piece of artistry known as Oddworld: Munch's Oddysee, a game that is sure to set quite a few new standards for the way you look at games. It's going to be a good month.
ISSUE #24
NUMBER TWENTY-FOUR

PLAYSTATION · PS2 · NINTENDO 64 · DREAMCAST · PC · ANIME · MUSIC · TOYS
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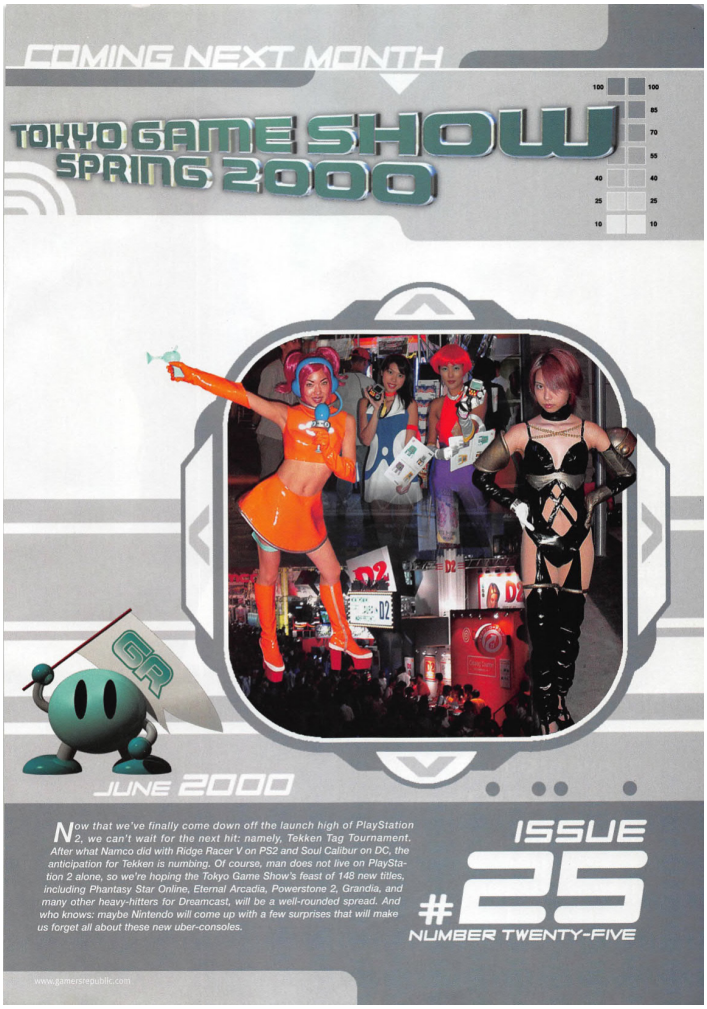
COMING NEXT MONTH
TOKYO GAME SHOW SPRING 2000
JUNE 2000
Now that we've finally come down off the launch high of PlayStation 2, we can't wait for the next hit: namely, Tekken Tag Tournament. After what Namco did with Ridge Racer V on PS2 and Soul Calibur on DC, the anticipation for Tekken is numbing. Of course, man does not live on PlayStation 2 alone, so we're hoping the Tokyo Game Show's feast of 148 new titles, including Phantasy Star Online, Eternal Arcadia, Powerstone 2, Grandia, and many other heavy-hitters for Dreamcast, will be a well-rounded spread. And who knows: maybe Nintendo will come up with a few surprises that will make us forget all about these new uber-consoles.
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NUMBER TWENTY-FIVE
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THE RPG SEGA FANS HAVE BEEN WAITING FOR
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ISSUE 25 JUNE 2000

COMING NEXT MONTH
E3
JULY 2000
With the Dreamcast really just getting started, the PlayStation 2 leaving an enticing trail of bold hints and promises in its launch wake, Nintendo standing in a cloud of uncertainty, and new-guy-on-the-block Microsoft spinning a web of provocative bravado, the video game industry has never seen such exciting and interesting times. Dump all of this energy into one space, invite the entire industry to revel in it, and the result is the biggest party on the planet—the Electronic Entertainment Expo, better known as E3. Will there be a Dolphin present? Sonic Adventure 2? PS2 games that are truly the next level? Get the answers next month.
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ISSUE 26 JULY 2000

COMING NEXT MONTH
FUR FIGHTERS
AUGUST 2000
With E3 now behind us, we can begin to prepare for the onslaught of new games that will follow, leading up to the release of the PS2 here in America and the Dolphin and GB Advance in Japan later this year. In the meantime, we plan on blowing the pelts off of Acclaim's much-anticipated Fur Fighters—one of the brightest new stars in the Dreamcast galaxy. 3D action, shooting and adventure just doesn't get much better. Not yet at least. Look for Parasite Eve 2, Spawn, and a little something special from Ubi Soft as well.
ISSUE #27
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ISSUE 27 AUGUST 2000

COMING NEXT MONTH
CANNON SPIKE
sept 2000
Now that the PS2 has cooled down after the Japanese launch and awaits appreciable software for the October 26 rollout here in the States, the Dreamcast, Nintendo 64 and, yes, PlayStation are now not quite as defunct as some like to believe. Stoking our Dreamcast fires for next month are Cannon Spike, the manic arcade action game starring a handful of Street Fighter characters, Grandia II, World Series Baseball 2K1, and Quake III, among others (Soul Reaver 2 approaches...). PlayStation continues pumping with Final Fantasy IX, and the N64 shows that any game with Nintendo characters is sure to wildly entertain—i.e. Mario Tennis. Oh, and as for PS2, we're finally gonna start seeing some of those much-talked-about, rarely seen American games.
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TWO SCOOPS: SILPHEED AND GUN GRIFFON BLAZE FOR THE PLAYSTATION 2!
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CANNON SPIKE
CAPCOM SUPERSTARS UNITE IN THE YEAR'S BEST ARCADE SHOOTER
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ISSUE 28 SEPTEMBER 2000

COMING NEXT MONTH
SILPHEED
oct 2000
As the flow of PlayStation 2 games continues to surge leading up to the launch, look for even more PS2 coverage in the October Gamers' Republic. Already on tap are Ready 2 Rumble: Round 2, Eternal Ring, Evergrace, G-Saviour, Ring of Red, Wild Wild Racing, and lots more on Armored Core 2, Orphen, Silent Scope, Live World Soccer, Surfroids, Bouncer, and of course...tons more Silpheed and Gun Griffon Blaze! On the ever-burgeoning Dreamcast side, look for the long-awaited D2 review (finally!), Super Runabout, the amazing U.S. version of Jet Grind Radio, Spawn, and a few surprises. Look for another extra-special interview as well.
issue #29 number twenty-nine
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A REVEALING INTERVIEW WITH SHIGERU MIYAMOTO ON NINTENDO'S GAMECUBE
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WORKING DESIGNS BRINGS US TREASURE AND GAME ARTS' ELECTRIFYING PS2 SHOOTER
PLAYSTATION 2 LAUNCH REVIEWS
TEKKEN TAG, RIDGE RACER V, SSX SNOWBOARDING, X SQUAD, STREET FIGHTER EX3, GUNGRIFFON
ALIEN RESURRECTION · ONIMUSHA · MEDAL OF HONOR: UNDERGROUND · MAX STEEL · D2 · DONALD DUCK · DRIVER 2 · DINO CRISIS 2 · MEGAMAN X5 · F355 · BUZZ LIGHTYEAR
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ISSUE 29 OCTOBER 2000

COMING NEXT MONTH
SHENMUE
ovember 2000
Yu Suzuki's multimillion dollar labor of love will be reviewed by GR next month. Can Suzuki-san's epic survive the trials of localization? From what we've seen and heard thus far, its chances are good. We'll also look at the U.S. version of Sega's Jet Grind Radio, the game that has been earmarked for the October 26 showdown against the PS2. Same with Nintendo's latest Zelda title, Majora's Mask, also set to stave off the PS2 on launch day. And, finally, the September Tokyo Game Show is sure to show us the future of PS2 games, and you'll find the best coverage anywhere next month in GR. Don't miss it.
issue #30 number thirty
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156 DEVELOPERS ANNOUNCED FOR MICROSOFT'S XBOX! DETAILS INSIDE!
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PHANTASY STAR ONLINE
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ISSUE 30 NOVEMBER 2000

COMING NEXT MONTH
Soul Reaver 2
December 2000
What do you get when you mix inspired gameplay and superb storytelling with darkly compelling graphics and oppressive atmosphere? First off, Legacy of Kain. Then Legacy of Kain: Soul Reaver. And now the forthcoming Legacy of Kain: Soul Reaver 2 for PlayStation 2 and Dreamcast. Raziel is back, still thirsting for the soul of Kain, and because we're thirsting for this game, you're gonna get the finer details next month. And speaking of the finer things, would you be opposed to a review of Final Fantasy IX? How about Shenmue and Jet Grind Radio? If you're one of the lucky ones who was able to bribe a sales clerk for one of the 500,000 PS2s shipping to stores on October 26, check out what titles are coming before the holidays. Just wait till you play Gran Turismo 3.
ISSUE #31
number thirty one
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GR CLOSEUP: KORN'S JONATHAN DAVIS TEST DRIVES THE PS2 AND DREAMCAST
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WE OPEN THE X FILES
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THE HORROR: DINO CRISIS AND RESIDENT EVIL 2 & 3 ARRIVE FOR DREAMCAST
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ISSUE 31 DECEMBER 2000

COMING NEXT MONTH
Skies of Arcadia
january 2001
The Dreamcast role-playing flood gates have officially opened! After Grandia II and Shenmue, both unforgettable in their own right, and before we get to Phantasy Star Online, members of Sega's original Phantasy Star team will bless us with Skies of Arcadia—a truly remarkable RPG that encompasses all that is sacred about the genre. With epic storytelling brought to life by expressive characters, excellent writing, and an amazing universe in the sky, Skies of Arcadia is destined to reignite the spark that Phantasy Star planted in Sega fans the world over. We'll also have part two of our Microsoft story and our visit with Jonathan Davis. Don't miss it! On newsstands everywhere December 20.
ISSUE #32
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ISSUE 32 JANUARY 2001

COMING NEXT MONTH
PAPER MARIO
GR
february 2001
So you think the Nintendo 64 has met its end? Think again. After playing one of the best raw action games in years, Treasure's Sin and Punishment, we forgot all about our new systems and were reminded of just how important creativity and masterful game design is over hardware specs and empty flash. Next month, we'll bring you yet another Nintendo 64 game that reminds you why you love Nintendo—Paper Mario, or, as it is titled in Japan, Mario RPG 2. As you read this, Christmas will have come and gone, and the frigid cold of winter will have set in, giving you plenty of time to escape inside and return to some of the best games of the year. If nothing else, 2000 was interesting; check out what we thought of this past year in our giant awards feature.
issue #33
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2000 WRESTLING GAME ROUNDUP! SMELL WHAT HEARTBREAK CHRIS IS COOKIN'!
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NAMCO'S PLATFORMING SUPERSTAR MAKES HIS PLAYSTATION 2 DEBUT!
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ISSUE 33 FEBRUARY 2001

COMING NEXT MONTH
onimusha
GR
march 2001
Capcom's Onimusha is nearing completion, and we'll be bringing you our first in-depth look at this gorgeous, feudal Japanese slashfest. As the first PS2 game to feature real-time characters over pre-rendered backdrops, expect some of the most stunning character models and environments ever conceived. And as if that weren't enough, we'll also be bringing you reviews of Phantasy Star Online and the long awaited Daytona USA 2001, in addition to a sneak peek at Bioware's MDK 2 on PlayStation 2.
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SUPER-DEFORMED STAR WARS CHARACTERS IN A PS2 KART RACER!
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GO BEHIND THE SCENES WITH ONIMUSHA, SHADOW OF DESTINY AND ATV OFFROAD FURY
GET A GRIP!
THE TRUTH ABOUT SEGA AND WHY YOU SHOULDN'T WORRY
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MARCH 2001
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COMING NEXT MONTH
ZONE OF THE ENDERS
GR
april 2001
Metal Gear Solid 2 has already been proclaimed Best Game Ever, receiving so much hype that you'd think nothing else for PlayStation 2 really matters. Forget about Solid Snake for a moment and get ready, finally, for next month's detailed look into Hideo Kojima's other anticipated project, Zone of Enders. Now that the PS2 has started to take off, the PS is starting to fade away, so we thought this would be the perfect time to look back at some of the great moments that defined Sony's first console. And finally—finally!—we get to see if Conker's Bad Fur Day is more than just deplorably delightful raunch—an engaging game that justifies the four-year design marathon.
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DARK CLOUD
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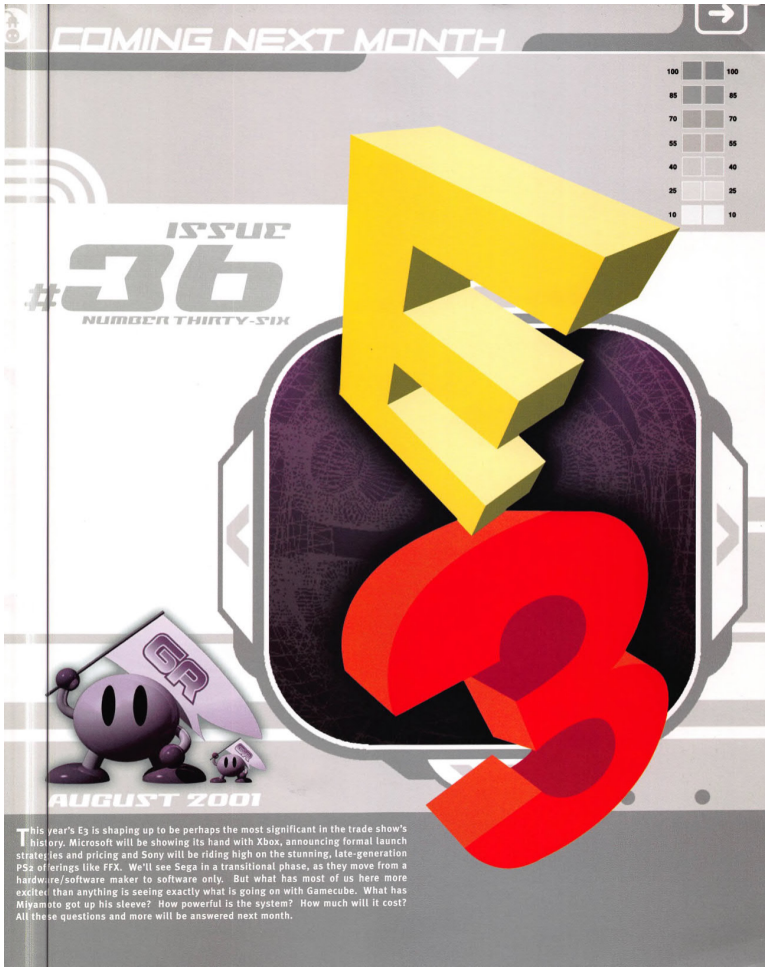
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NUMBER THIRTY-SIX
E3
GR
AUGUST 2001
This year's E3 is shaping up to be perhaps the most significant in the trade show's history. Microsoft will be showing its hand with Xbox, announcing formal launch strategies and pricing and Sony will be riding high on the stunning, late-generation PS2 offerings like FFX. We'll see Sega in a transitional phase, as they move from a hardware/software maker to software only. But what has most of us here more excited than anything is seeing exactly what is going on with Gamecube. What has Miyamoto got up his sleeve? How powerful is the system? How much will it cost? All these questions and more will be answered next month.

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E3 SHOW STOPPER

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